

## **Listing of Claims**

1 - 67. (Canceled)

68. (Previously Presented) A system for verifying at least one digital medium in a gaming machine, said system comprising:

an authentication agent, wherein said authentication agent is external to said gaming machine and further wherein said authentication agent:

transmits a verification algorithm to said gaming machine;

receives from said gaming machine an outcome of said verification algorithm;

compares said received outcome with an expected outcome; and

authenticates said gaming machine if said received outcome matches said expected outcome.

69. (Previously Presented) The system of claim 68, wherein an external agent prompts said gaming machine to request and execute said verification algorithm for said at least one digital medium and enrolls said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

70. (Previously Presented) The system of claim 68, wherein the request and execution of said verification algorithm is carried out based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

71. (Previously Presented) The system of claim 68, further comprising a data structure configured to historically store said received outcome.

72. (Previously Presented) The system of claim 68, wherein said verification algorithm comprises a verification signature.

73. (Previously Presented) The system of claim 68, further comprising a processor

configured to process said verification algorithm to determine at least one of corruption of said at least one digital medium and tampering with said at least one digital medium.

74. (Previously Presented) The system of claim 68, wherein said authorization agent is remote to said gaming machine and further comprising a communication link between said authorization agent and said gaming machine for transmission of said verification algorithm to said gaming machine.

75. (Currently Amended) A method for verifying at least one digital medium in a system including gaming machine and an external authentication agent, said method comprising:

transmitting a verification algorithm to said gaming machine from said external authentication agent to said gaming machine;  
deriving an outcome of said verification algorithm by execution thereof;  
receiving said outcome from said gaming machine;  
comparing said ~~derived~~ outcome with an expected outcome; and  
authenticating said gaming machine if said derived outcome matches said expected outcome.

76. (Previously Presented) The method of claim 75, further comprising prompting said gaming machine to request and execute said verification algorithm for said at least one digital medium and enrolling said gaming machine when said received outcome matches at least one of a set of predetermined criteria.

77. (Previously Presented) The method of claim 75, further comprising requesting and executing said verification algorithm based on at least one of a request of said gaming machine, a request of a player of said gaming machine, a request of an authorized agent, and upon a randomly or periodically scheduled event.

78. (Previously Presented) The method of claim 75, further comprising storing any received outcome from a gaming machine for recollection thereof.

79. (Previously Presented) A gaming device comprising:
- a gaming controller;
  - a data storage device storing data files and data corresponding to a valid verification signature;
  - an apparatus for loading data external from said gaming machine to said storage device, said apparatus transmitting an authentication agent; and
  - a processor to process said authentication agent to derive a verification signature and compare said derived signature to said valid signature.
80. (Currently Amended) A method for presenting at least one game to a player at a gaming machine, said method comprising:
- storing at least one of program code and program data in a digital medium;
  - transmitting via a communication link at least one of a program code or program file data and data corresponding to a verification algorithm to said gaming machine from an authentication agent;
  - processing said verification algorithm to derive an outcome, receiving said outcome from said gaming machine, and comparing said received outcome to one of an authorized outcome stored in said digital medium or transmitted with said algorithm and authorizing said transmitted program code or program file data if said derived and stored outcomes compare.
81. (Previously Presented) The method of claim 80, wherein a player is unable to play said at least one game until receipt of said authentication result.
82. (Previously Presented) The method of claim 80, further comprising requesting said authentication result upon a player attempting to execute a game.
83. (Previously Presented) The method of claim 80, further comprising providing at least one of program code and program data as a game configured for downloading to said gaming machine, said gaming machine requesting said authentication result upon download of a game to said gaming machine.

84. (Previously Presented) The method of claim 80, further comprising an agent external to said gaming machine triggering transmission of said verification algorithm data and at least one of a program code or program file data.

85. (Previously Presented) The method of claim 80, further comprising registering said outcome for an audit.

86. (Previously Presented) The method of claim 80, further comprising transmitting said verification algorithm data as a verification signature.

87. (Previously Presented) The method of claim 80, further comprising processing said verification algorithm for identification of at least one of corruption of said at least one digital medium and tampering with said at least one digital medium.

88 – 94. (Canceled)

95. (Currently Amended) A system for monitoring a gaming machine, said system comprising:

a regulating agent for monitoring at least a portion of said gaming machine, wherein said regulating agent generates a request for an authentication agent, and wherein said authentication agent is configured to:

transmit a verification algorithm to said gaming machine;

receive from said gaming machine an outcome of said verification algorithm;

compare a received outcome from a verification algorithm at said gaming machine with an expected outcome; and

authenticate said gaming machine if said received outcome matches said expected outcome.

96. (Canceled)

97. (Previously Presented) The system of claim 95, wherein said regulating agent is an

external agent located remotely from said gaming machine and remotely monitors at least a portion of said gaming machine.

98. (Previously Presented) The system of claim 95, wherein said regulating agent monitors all of said gaming machine, and wherein said authentication agent verifies the integrity of said gaming machine.

99. (Previously Presented) The system of claim 95, wherein said authentication agent is configured to verify that said gaming machine satisfies local gaming regulations.

100. (Previously Presented) The system of claim 95, wherein said regulating agent monitors software and peripheral devices of said gaming machine.

101. (Previously Presented) The system of claim 95, wherein data is transferred if said received outcome matches said expected outcome.

102. (Previously Presented) The system of claim 95, wherein said verification algorithm detects tampering or rigging of software within said gaming machine.

103. (Previously Presented) The system of claim 95, wherein said authentication agent authenticates data stored on a digital medium in said gaming machine.